

Duncan Boothe

Character Name

Paladin 1

CLASS

1 (1/2)

0 / 2000

Character Level (CR)

EXP/NEXT LEVEL

Player Name

Half-Orc / Humanoid

RACE

15

Male

AGE

GENDER

lomedae

Deity

Medium / 5 ft. x 5 ft.

SIZE / FACE

Crimson

EYES

None

Region

6' 6" / 290 lbs.

HEIGHT / WEIGHT

HAIR

Lawful Good

Alignment

Darkvision (60 ft.)

VISION

25

Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	15		+2		
DEX Dexterity	11		+0		
CON Constitution	18		+4		
INT Intelligence	10		+0		
WIS Wisdom	14		+2		
CHA Charisma	12		+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+6	= +2	+ +4	+ +0	+ +0	+ +0	
REFLEX (dexterity)	+0	= +0	+ +0	+ +0	+ +0	+ +0	
WILL (wisdom)	+4	= +2	+ +2	+ +0	+ +0	+ +0	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+ +2	+ +0	+ +0	+ 0	
RANGED attack bonus	+1	=	+1	+ +0	+ +0	+ +0	+ 0	
CMB attack bonus	+3	=	+1	+ +2	+ +0	+	+	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+3	+3	+3	+3	+3	+3
CMD	13	13	13	13	13	13

*Shield, Heavy Wooden	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-3	1d4+2				

*Warhammer	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam
1H-P	+3	1d8+2	2W-P-(OH)	-3	1d8+2
1H-O	-1	1d8+1	2W-P-(OL)	-1	1d8+2
2H	+3	1d8+3	2W-OH	-7	1d8+1

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Armored Coat	Medium	+4	+3	-2	20
*Shield, Heavy Wooden	Heavy	+2		-2	15

HP  
hit points

15

WOUNDS/CURRENT HP

AC  
armor class

16

16

10

=

10

+

4

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE  
modifier

+0

=

+0

+

+0

Encumbrance

Medium

MISS CHANCE

35

Arcane Spell Failure

ARMOR CHECK PENALTY

-4

0

SPELL RESIST

TOTAL SKILLPOINTS: 2		SKILLS		MAX RANKS: 1/1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-4	= 0		+ -4
✓	Acrobatics (Jump)	DEX	-8	= 0		+ -8
✓	Appraise	INT	0	= 0		
✓	Bluff	CHA	1	= 1		
✓	Climb	STR	-2	= 2		+ -4
✓	Craft (Untrained)	INT	0	= 0		
✓	Diplomacy	CHA	2	= 1		+ 1
✓	Disguise	CHA	1	= 1		
✓	Escape Artist	DEX	-4	= 0		+ -4
✓	Fly	DEX	-4	= 0		+ -4
	Handle Animal	CHA	5	= 1	+ 1	+ 3
✓	Heal	WIS	2	= 2		
✓	Intimidate	CHA	3	= 1		+ 2
✓	Perception	WIS	2	= 2		
✓	Perform (Untrained)	CHA	1	= 1		
✓	Ride	DEX	0	= 0	+ 1	+ -1
✓	Sense Motive	WIS	2	= 2		
✓	Stealth	DEX	-4	= 0		+ -4
✓	Survival	WIS	2	= 2		
				=	+	+
				=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

Smite Evil

Uses per day ☐

**Smite Evil (Su):**You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +1 to your attack rolls and +1 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +2. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +1 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability. [Paizo Inc. - Core Rulebook, p.60]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Turban	Equipped	1	0 / 0	
(Hat)				
Shield, Heavy Wooden	Equipped	1	10 / 7	
Warhammer	Equipped	1	5 / 12	
Armored Coat	Equipped	1	20 / 50	
Girdle	Equipped	1	0 / 0	
Outfit (Hot Weather)	Equipped	1	4 / 0	
Dunker's Boots	Equipped	1	1 / 0	
(Boots)				
Bit and Bridle	Equipped	1	1 / 2	
Flask (Empty)	Equipped	1	1.5 / 1	
Horse (Light)	Equipped	1	0 / 75	
Rations (Trail/Per Day)	Equipped	6	1 (6) / 0.5 (3)	
□□□□□□□				
Saddle (Military)	Equipped	1	30 / 20	
+2 circumstance bonus on Ride checks related to staying in the saddle				
Saddlebags	Equipped	1	8 / 4	
TOTAL WEIGHT CARRIED/VALUE		86.5 lbs.	174gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Total= 0 gp [Unspent Funds = 1 gp]	

MAGIC	
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Languages	
Common, Orc	

Other Companions	
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Traits	
<b>Adopted</b>	[Paizo Inc. - Advanced Player's Guide, p.329]
You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.	
<b>Divine Warrior (Iomedae)</b>	[Paizo Inc. - Advanced Player's Guide, p.333]
From an early age, you were trained by a militaristic order of clerics. You are devoted both to the teachings of Iomedae and to spreading those teachings by force. You gain a +1 trait bonus on melee weapon damage when you cast a divine spell that affect weapons.	
<b>World Traveler (Diplomacy)</b>	[Paizo Inc. - Advanced Player's Guide, p.332]
Your family has taken the love of travel to an extreme, roaming the world extensively. You've seen dozens of cultures and have learned to appreciate the diversity of what the world has to offer. You gain a +1 trait bonus on Diplomacy, and it is always a class skill for you.	

Special Attacks	
<b>Smite Evil (Su)</b>	[Paizo Inc. - Core Rulebook, p.60]
You can call out to the powers of good to aid you in your struggle against evil 1 times per day. As a swift action, you choose one target within sight to smite. If this target is evil, you add +1 to your attack rolls and +1 to all damage rolls made against the target of your smite. If the target of Smite Evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to +2. Regardless of the target, Smite Evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, you gain a +1 deflection bonus to your AC against attacks made by the target of the smite. If you target a creature that is not evil, the smite is wasted with no effect. The Smite Evil effect remains until the target of the smite is dead or the next time you rest and regain your uses of this ability.	

Special Qualities	
<b>Aura of Good (Ex)</b>	[Paizo Inc. - Core Rulebook]
You project a faint good aura.	
<b>Darkvision (Ex)</b>	[Paizo Inc. - Bestiary]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
<b>Detect Evil (Sp)</b>	[Paizo Inc. - Core Rulebook, p.60]
At will, you can use Detect Evil, as the Spell. You can, as a move action, concentrate on a single individual or item within 60 feet and determine if it is evil, learning the	

strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, you do not detect evil in any other object or individual within range.	
<b>Intimidating (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Half-orc receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.	
<b>Orc Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Half-orc count as both humans and orcs for any effect related to race.	
<b>Orc Ferocity (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Once per day, when a half-orc is brought below 0 hit points, but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.	
<b>Weapon Familiarity (Ex)</b>	[Paizo Inc. - Core Rulebook, p.25]
Half-orcs are proficient with greataxes and falchions, and treat any weapon with the word "orc" in its name as a martial weapon.	

Feats	
<b>Saving Shield</b>	[Paizo Inc. - Advanced Player's Guide, p.168]
You def lect attacks that could mean your ally's death.	
Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.	

Proficiencies	
Atlatl, Axe (Orc Double), Axe (Throwing), Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Double Chicken Saber, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Waraxe (Dwarven), Warhammer, Wushu Dart	

Class Spell-like Abilities					
Name	School	Time	Duration	Range	Source
At Will <a href="#">Detect Evil</a>	Divination	1 standard action	Concentration, up to 10 minutes [D]	60 ft.	CR:p.266
[V, S, DF] TARGET: Cone-shaped emanation; <i>EFFECT</i> : You can sense the presence of evil. [SR:No]					
* =Domain/Speciality Spell					
Class Spell-like Abilities					
At Will	<a href="#">Detect Evil</a>				

# Duncan Boothe

RACE	Half-Orc
AGE	15
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Lawful Good
DOMINANT HAND	Left
HEIGHT	6' 6"
WEIGHT	290 lbs.
EYE COLOUR	Crimson
SKIN COLOUR	Grey
HAIR / HAIR STYLE	, None
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Iomedae
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:  
Biography: